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Black Box Testing

Defect #	Defect	Severity
1	Invaders go straight at the base, ignoring the path	2
2	Invaders did not turn at the first turn of the path	3
3	Character did not start on path and could only move in two directions until he was back on the path	3
4	Character intersected a tower. The game crashed	1
5	Tower could be placed on path	2
6	Tower did not visibly shoot at invaders	3
7	Tower was not placed where initially clicked	3
8	Towers cannot be moved in the right or down direction when selected	2
9	There is no way to start a new game	3
10	There is no way to save a game	3
11	Middle clicking a tower to upgrade it caused the tower to be deleted	3
12	Character does not fire missiles when spacebar is pressed	2

13	Two towers can be selected at once which causes neither to move	3
14	Tower placed on path caused game to crash when invaders collided with it	1
15	The attackers do not follow the entire path, they skip the first 3 turns.	2
16	Resources (spelled "reserses" in game) could reach negative points	2
17	Resources were not gained by killing invaders	2
18	Wave count never visibly increased	3
19	There is no settings button	2
20	Waves do not appear to be sent unless the user sends them manually (documents indicate a timing function as well)	3
21	Can start a game without clicking any of the difficulty buttons	2
22	Hovering over medium difficulty causes the mouseover effect of easy to activate	2
23	Hard difficulty selected on mouseover and not on click	3
24	On hard difficulty after moving a second tower the first one becomes unclickable	
25	Starting health not consistent with manual	2

26		Starting resources of medium and hard are switched	3
27		Resources are not updated after placing towers	2
28		Health does not update	2
29		Tower can block enemies even if off path	2
30		Character missiles have no cooldown and can be held as a continuous beam	2
31		Character missile/beam fires in the opposite direction in which it last moved	2
32		Key to fire for character is "f" not spacebar	3
33		At the end of each wave the amount of resources given is way too high and does not match up with the manual	2
34		If you place a tower in the path and then delete it the attackers still act as though there was something blocking them	2
35		You can't actually lose	2
36		The text "BAAAAAAAAAAM" appears on the screen for an entire wave if you don't place any towers	3
37		The character cannot travel over the entire path, the first turn is blocked off	2
38		It is possible to win by doing nothing	2
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